

Published and Copyright (c) 1999
All Rights Reserved

Atari Online News, Etc.
A-ONE Online Magazine
Dana P. Jacobson, Publisher/Managing Editor
Joseph Mirando, Managing Editor

Atari Online News, Etc. Staff

Dana P. Jacobson -- Editor
Joe Mirando -- "People Are Talking"
Michael Burkley -- "Unabashed Atariophile"
Albert Dayes -- CC: Classic Chips

With Contributions by:

Dan Iacovelli
Albert Dayes
Carl Forhan
Brian Gudzevich
Troy Cheek
Donald Thomas, Jr.

To subscribe to A-ONE, send a message to: dpj@delphi.com
and your address will be added to the distribution list.
To unsubscribe from A-ONE, send the following: Unsubscribe A-ONE
Please make sure that you include the same address that you used to
subscribed from.

To download A-ONE, set your browser bookmarks to one of the
following sites:

<http://people.delphi.com/dpj/a-one.htm>
<http://www.icwhen.com>
<http://almag.atari.org>

Visit the Atari Advantage Forum on Delphi!
<http://forums.delphi.com/m/main.asp?sigdir=atari>

=~==~==

A-ONE #0127

09/03/99

~ IE5 Security Breached! ~ People Are Talking! ~ bleem! Beats Sony
~ GameBoy Successor? ~ Atari STuff Giveaway! ~ MS' Hotmail Fixed
~ AtariNews: On the Prowl~ Atari Zone E-zine Out ~ Amiga Prez Resigns
~ Internet's 30th B-Day! ~ Jaguar Skyhammer Soon! ~ GTR Buys Mad Catz!

-* Bad Breath Hotline Is Tactful *-
-* Apple Unveils New G4 'Supercomputer' *-

-* Sega Pre-Sells Record 300,000 Dreamcasts! *-

=~::~~::~=

->From the Editor's Keyboard
"~~~~~"

"Saying it like it is!"

Can you believe that Labor Day is upon us already? Or, for the non-American readers among us, the beginning of September. Summer is officially here for another few weeks, but this is the "unofficial" last weekend of the summer. Kids are going back to school already, the leaves will be turning soon, etc. Wow! Time just moves by too fast!

Speaking of time, the internet celebrates its 30th birthday, depending on who you talk to about it. What was once an online information tool supported by the government and universities has turned into a massive money-making tool. Don't get me wrong. The internet has grown by leaps and bounds, because of technological improvements, and increasingly provides users with a lot of good. But, there have also been an increasing growth of negative factors. Over-commercialization, scams, viruses, hackers, hate, and other societal ilk. Yes, we've attained greater heights via the internet, but we're taking a lot of bad with the good. I still think we're on the plus side of the equation, but I really think money plays too much of a role in what should be an information medium. What do you think? Let's hear your views.

Until next time...

Atari STuff Summer Giveaway Continues!

The Atari STuff - <http://www.cheek.org/atari/> - website is giving away free Atari hardware and software every month this summer. Only one more month remains, so if you want to enter, do it now. If you entered on a previous month and didn't win, you can enter again.

July: 520STe with 4MB RAM and ICD AdSpeedSTe, assorted software.
Winner was Chris Green of Tampa, FL. Congratulations, Chris!

August: NEC 1X Compact External SCSI CD-ROM Reader with ExtenDOS Pro.
Winner was David Ormand of Tucson, AZ. Congratulations, David!

September: Vidi-ST and Vidi-Chrome hardware and software for the Atari ST/STe. Do live video grabs at 320x200x16 greyscale or color stills at 320x200x512 on an ST or 320x200x4096 on an STe. Drawing to be held on September 30, 1999.

Due to technical difficulties which delayed the second drawing, the third and final drawing will be held on September 30 instead of September 15 as previously planned.

To enter, visit the Atari STuff website at <http://www.cheek.org/atari/> and look for "Click Here to Enter Giveaway!" A winner will be chosen

from entries received during the previous 30 days. Merchandise is provided on an "AS IS" basis and is shipped free within the United States by US Mail. Extra postage, fees, taxes, or other expenses are the responsibility of the winner. One entry per month per person, please.

Troy H. Cheek, Webmaster of Atari STuff
<http://www.cheek.org/atari/index.htm>
atari@cheek.org

=~==~==

PEOPLE ARE TALKING
compiled by Joe Mirando
jmirando@portone.com

Hidi ho friends and neighbors. Well, the dog days of summer have passed, and we're well into the hurricane season. For anyone on the east coast, this is fact of life. Much the same as earthquakes are a fact of life in California. Not that we take it for granted, but it's simply the way things are.

Having weathered more than one hurricane, I can tell you that it's one of the most awesome things imaginable (and not in a good way). Now, tornados may be more destructive where they strike, but they strike a much smaller area than hurricanes do. There is nothing like seeing, feeling, and even smelling a storm with the ferocity to demolish just about anything that man can construct over such a wide area.

Fortunately, the state of the art in meteorological forecasting is now good enough to give us advanced warning so that we can either prepare for, or flee from, these massive storms.

I cannot recall the title of the story anymore, but when I was in school, I had read a short story that dealt with a hurricane. It was called by one of the main characters an "evil storm", and that's just about as close as words can convey, in my opinion.

It's a lot like that for us Atari computer users these days. We know what we've got, know what's coming, and know that we can either prepare for the onslaught or 'jump ship'.

And just like many home owners, we choose to stay and fortify what we've got against the onslaught of the "evil storm"... and you thought those clouds on the opening screen of that other operating system were of no special consequence, didn't you? <smile>

Well, at any rate, get the plywood and bottled water ready. It looks like this storm is going to last a while.

Now let's get to the news, hints, tips, and info available on the UseNet...

From the comp.sys.atari.st NewsGroup
=====

Remember a week or two ago when I closed this column with a post from Louis Holleman about not being able to do things with his Windows oriented PC that were easy to do with an Atari? Well, the thread continues... Louis wrote:

"I reluctantly installed Outlook Express 5, at least I know it does handle offline reading. Don't ask me details, I can barely manage to get it done. Next problem is the maintenance of the only group I hooked up thus far, comp.sys.atari.st, I haven't figured out how to keep the interesting ones and discard the rest in the last 24 hrs....

I know we've been discussing Atari browsers a lot lately, and for sure the Win browsers are fast (I really love Opera; just too bad it won't handle offline news reading), I'm not complaining about Pegasus for email, but the bloody news stuff is giving me a headache here. User-friendly? Stick with Atari please, it might be old but even a sucker figures out the s/w within 15 minutes..."

Paul Williamson tells Louis:

"I wonder if it can be done at all ? I tried to use Outlook Express while my modem was playing up on my Hades and I never could work out how to delete the messages once I had read them. All I managed to do was delete all the messages stored in any one group, even the ones I wanted to keep.

It also seemed about impossible to tell it not to collect hundreds of messages the next time I wanted to download some.

I use Okami for my E-mail, but I still use Newsie (0.94) for the newsgroups. It does all I want, and is easy to use, but we do need an updated browser as soon as possible !"

Now don't get upset folks, I'm not going to devote any more space to perusing the net with a PC.

Ben Hall asks about Atari CD-R software:

"I've been out of touch with the Atari world for quite a long time, so:

Can anyone give me a brief summary of what I need to backup my Atari files to a CD-R? I have a Yamaha CDR4416 CD-R drive (used for other things) and I'd like to back up my Atari files. I also have a 4meg STE with ICD Link 2, a MiniS hard drive and a Zip Plus, and various software (Diamond Back 3 etc).

Basically, I'm not sure of what software I need. If someone could post a summary of solutions (shareware/commercial/cost/requirements) or point me to a FAQ I'd be grateful!"

Eric Hall tells Ben:

"Get CD-Recorder from soundpool
<http://www.soundpool.de/index.htm>"

Ben takes a look and tells Erik:

"Thanks Erik - does anyone know where I can get this in the UK? System Solutions have it listed but don't have prices..."

Jo Vandeweghe tells Ben:

"CD-Writer Plus from Anodyne Software does it very well and is cheaper than CD-RECORDER !

<http://www.cyberus.ca/~anodyne/>

John Perez adds:

"As far as I know, CD-Writer Plus will make audio CDs and Hard disk partition backups. It won't (yet) allow standard data CDs.

I'm looking forward to being able to create standard data CDs so that I can exchange large amounts of data between platforms, but it seems that I may need to purchase CD-Recorder for that."

Chris Crosskey adds his thoughts:

"CDRECORDER is the package I use...The Anodyne one does what it set out to do which is offer partition back-ups and CD-Audio, and from what I've seen it does it well...CDRECORDER is a full data CD writing package and all does full PQ glass=mastering, and also will handle foreign formats...the reason my A300 Yamaha sampler has a 400Mb disk in it and nothing bigger is because the SCSI copy function will make me a Yamaha format CD out of it when I back it up...it's a neat trick."

Claes Holmerup adds:

"Besides the Yamaha A3000, I've made CD's for my Kurzweil K2000 and a friends' E-MU ESI32, so it seems like it works nicely for all samplers. Haven't tested AKAI yet, but since the K2000 can read AKAI CD's, I'm absolutely sure it works on those too. It's a really great function and if you have a SCSI CDRom besides your burner, you can make copies of foreign format CD's too - however, if it's a mixed mode CD, the audio tracks won't be audio tracks on the destination..."

CDRecorder is the only burner program that does everything a burning program is supposed to do. It's more expensive - but you'll get great functionality for the extra money. Audio burning with full PQ-coding including individual pauses between tracks, ISRC-code, copy-bit on/off, indexes etc - and data burning with Atari mode, DOS mode, Multi-session etc...

Get a demo version from www.soundpool.de and check it out."

Paul Mac asks about games on his Falcon:

"Just wondering if there were many commercially released Falcon games , and where they can be obtained from?

The excellent Willies adventures.. was that ever released? And also the same question for Bad mood.. the doom clone.

Also does anyone know where to obtain the demo of K- the mario kart clone?

Any recommendations about games for the Falcon / where to obtain them

would be much appreciated."

Henrik Gilde tells Paul:

"The game Reeking Rubber is a Lotus clone for the falcon. It has been under development for about two years now. The latest demo version, which is one year old, can be obtained from:
www.dtek.chalmers.se/~d98gilda

This game is still under development, and a new demo version should be out in a few weeks."

Guillaume Deflache adds:

"[Willies adventures...] Not yet... Check this out:
newbeat.atari.org/projects.html

[Bad Mood] It seems it has come to a dead end sadly. Again:
http://rand.thn.htu.se/cgi-bin/buildpage?bad_mood

[Recommendations]...
Downloads, short description and screenshots (here lies K, Falcon & also some ST-STe Falcon-compatible games):
http://www.users.zetnet.co.uk/atari_shack/download.htm Reviews and

downloads (GREAT site):
<http://www.uni-mainz.de/~heuno000/reviews/reviews.html>

Ahem... Guess how I found all this (except BM)? Simply typed "Falcon games" in the Pathfinder (<http://pathfinder.atari.org>)... I think you should use this... and also rate the sites you visit. I sometimes wonder what use is great Atari.Org team's work."

Matthew Carey asks about Atari palettes:

"I think that I need some help here as I am completely in the dark.

A long while ago I wrote a pathetic utility for the mac that captured mac icons and saved them as ST ones in an ST resource file. And for my purposes at the time it worked well enough for icons under magicMac and Ease.

Now apparently things in Atari land have moved on and a desktop called Jinnee is used that has a different 256 colour palette.

A couple of Atarians out on the net contacted me asking me to fix my utility for their palette, they sent me a file consisting of the palette in binary format RGB values of all the colours. This was generated by a CPX called farbe.cpx that lets you load and save palettes.

I used this file together with the Mac palette to generate a translation table, however it seems not to work very well.

Suspecting an error in my coding I examined all the values of the data as it converted an Icon that was completely in a problem colour (black) mac colour 255 to the atari where it comes out red.

The table they supplied has a black in the second position of colour index 1.

I suspected that had made an error in the conversion to VDI device independent format. But when I see the result of Interface saving the red icon resource as C code it comes as 64 0xFFFF words followed by 448 0x0000 words, which I think is 128 vertical bytes set to the value 1. Am I going mad.

It seems that some colours are fixed in certain positions whereas others can be affected by the palette.

Is there somewhere some rational documentation of this behaviour?"

Matthew then gives himself a possible answer:

"I may have found the solution, Interface which is sitting on MagicMac disk provides a palette when it saves a resource in C that provides a translation as to how the current VDI palette is used by the AES in a colour Icon.

A sample set of the single colour icons using the Colours most often used in Mac Icons appeared fine."

Louis Holleman posts this question about my current favorite PC activity... SETI@home:

"I hooked up the SETI s/w yesterday evening around 21:30 locally (version 1.06), after 18 hrs of work on my first data block, the machine states right now that it processed 82% in about 18 hrs...

I seem to recall that I've seen reports of one block in around 13 hrs... Did I get an extra large block or what? Machine is a P-III 450 with 128 megs of mem... and plenty of disk space. I would think it would crunch faster?"

Steve (Claggy) MacLagan tells Louis:

"Have you got the Seti Client set up to run all the time?, and have it running in the System Tray so it doesn't show the graphics, as it tends to run a lot slower if it has to calculate what to print, if you want to run the screen saver set it to blank at 0 minutes so it doesn't show the graphics.

I have a P-II 350 with 128 megs of RAM, it would take 36 hours when I had it set up as a screen saver (showing the graphics) and only 11 to 12 hours when I set it to run all the time and didn't show any graphics, your computer should do a unit in 11 to 12 hours.

If you play games or do anything really intensive then time will pass and hardly anything gets done."

Hmmm... I'll have to check and make sure that Louis has joined the TEAM ATARI SETI@home search group. We're up to 27 members now, and have contributed more than two years of CPU time to the search for a radio signal from outer space. And that's just in the past 2 months!

If you're interested in SETI, take a look at
<http://setiathome.ssl.berkeley.edu>

Louis tells Claggy:

"[A] most valuable tip... I finished the block in around 19 hrs 52 mins

because I operated the set without the screensaver getting active. So now I set it to blank at 0 mins, the Win setting is still 15 mins and it doesn't display the gfx any longer. Guess that's pretty useless unless you wanna impress friends with "look what I'm doing over here..." So I just returned my processed stuff, got a new block and indeed the machine is set to run SETI all the time, not only on the screensaver."

Well folks, that's it for this week. Tune in again next week, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

$$= \sim = \sim = \sim =$$

```
->In This Week's Gaming Section - Sega Pre-Sells 300,000 Dreamcasts!
    " " " " " " " " " " " " " " Sony To Unveil Details September 13!
                                     GameBoy Successor Next Spring?
                                     Sony Loses Injunction Against bleem!
                                     And much, much more!
```

```
->From the Editor's Controller - Playin' it like it is!
      uuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuu
```

For gaming enthusiasts such as ourselves, this is going to be one helluva month for us. Sega's Dreamcast makes it's debut in North America; and Sony will be announcing details of its second generation machine. Will the Dreamcast be able to knock the PlayStation out of the lead for console machines? And what about Nintendo? I think it's impossible to predict. Who would have thought that the PlayStation would best the Nintendo64? But Sony did it, and then some.

Don't let Sega's numbers of 300,000 machines being pre-sold fool you. Those figures are only marketing tools. Producing and selling that many machines in record time is the reality. And the numbers sold is also misleading. Will those numbers sold reflect how many machines were bought by consumers; or will they reflect the numbers sold to the stores? We'll see. But regardless, it will be exciting to see the new gaming technology. The numbers show that interest in console gaming is still present; that's a good sign!

Until next time...

$$= \sim = \sim = \sim =$$

->A-ONE's Game Console Industry News - The Latest Gaming News!

Sega Dreamcast Pre-sale Orders Hit 300,000, Tripling Industry Record

Sega Dreamcast Expected to Break Entertainment Sales Record at Launch on 9-9-99

Records are meant to be broken! Sega of America, Inc. Monday announced that Sega Dreamcast, the superconsole with a built-in 56K modem that will bring the most-advanced and realistic video gameplay ever developed to consumers at its retail launch on September 9, 1999, has set a record with 300,000 pre-orders, shattering the previous record of 100,000 held by Sony PlayStation.

The much-anticipated launch of Sega Dreamcast will have cash registers in overdrive, expecting to set a new record for the largest 24-hour retail sales period in the history of the entertainment industry. Sales of Sega Dreamcast will bring in nearly \$45 million during the first 24-hours at retail, far surpassing the current record holder Star Wars: The Phantom Menace at \$28 million.

Launching at a suggested retail price of \$199, the new 128-bit, Internet-ready Sega Dreamcast has peaked the interest of consumers since the system was first shown to the public last year. Since then, the Sega Dreamcast pre-sell campaign has retailers taking an average of 14,000 orders for the system each week, with demand increasing by more than 50 percent since August 2, 1999. Sega Dreamcast hardware and software began shipping to retail outlets today for sale on 9-9-99.

''Consumer demand for Sega Dreamcast continues to accelerate at an astounding pace," said Chris Gilbert, senior vice president of sales, Sega of America. ''The unprecedented 300,000 pre-sell order solidly positions Sega Dreamcast to break every sales record in entertainment history on 9-9-99."

Retailers participating in the Sega Dreamcast pre-sell campaign include Ames, Babbages, Best Buy, CompUSA, Electronics Boutique, FuncoLand, KB Toys and Toys 'R Us. Orders for Sega Dreamcast can also be secured online at www.sega.com. The campaign has been underway since April of this year.

Retailers will continue to take pre-sell orders for Sega Dreamcast up to the launch, when the system will be available at more than 15,000 storefronts nationwide. Once at retail, Sega expects to sell more than 400,000 systems in the first 30 days, one million by December 31 and 1.5 million by March 31, 2000.

Sega Dreamcast Launch Titles and Peripherals

Another monumental ''first'' for the videogame industry, Sega Dreamcast will ship on 9-9-99 with an unparalleled 18 launch titles.

These first and third party titles encompass a wide range of game genres, so there is something for everyone. They include:

First Party Games

'Sonic Adventure" -- Sega's world-renowned Sonic the Hedgehog will be making his debut on Sega Dreamcast in "Sonic Adventure" -- an action/adventure title setting loose the famous blue character in an all-new full 3D thrill ride.

Sega Sports "NFL 2K" -- From bone-crushing tackles to strategic offensive maneuvers, "NFL 2K" is the most realistic football game ever made, featuring an intricate 3D collision model that ensures players don't just fall over when hit -- they respond to the direction and force of the tackle.

"The House of The Dead 2" -- A new evil inventor has picked up where the mad scientist Dr. Curian left off in "The House of the Dead" -- creating zombies striving to put an end to mankind. Get ready to fight the undead as two rookie AMS agents in this action-packed adventure.

"CART - Flag to Flag" -- The first-ever racing title that replicates the intense competition and challenging tracks of CART racing. True-to-life high octane driving action.

Third Party Games:

"AeroWings" (Crave) -- Players train high in the skies as they try to reach perfection to become a member of the exclusive Blue Impulse aerial stunt team. Loops, barrel rolls, diamond formations, speeds of mach 2.5, incredible video replays and streaks of smoke will keep this title soaring long after gamers crash.

"Airforce Delta" (Konami of America, Inc.) -- Pilots get ready to grab some serious air with the latest action-adventure title from Konami of America, Inc. Contracted by a mercenary organization, players top-gun in more than 20 strategic missions -- search and rescue, dogfights and reconnaissance. To sweeten the pot in this "the more you take out, the more you take home" deal, gamers can upgrade their ride, choosing from more than 30 different international aircrafts, to get the job done.

"Blue Stinger" (Activision) -- Blue Stinger offers non-stop action gameplay, incredibly detailed 3D environments, an immersive storyline and multiple levels of puzzles, secrets and environmental paths.

"Hydro Thunder" (Midway) -- Enter this fast-paced water adventure as members of the Hydro Thunder Racing Association (H.T.R.A.). Players join this organization of racing renegades in a quest to race through 11 unique and visually stunning aquatic tracks, with one of the 13 different high-performance boats.

"Monaco Grand Prix" (Ubi Soft) -- The most challenging 3D racing simulation game ever with incredible realism, 15 customizable car configurations, spectacular lighting, weather and smoke effects.

"Mortal Kombat Gold" (Midway) -- This fight-to-the-finish slug-fest features 20 controllable characters including a handful of classic combatants that are making their way back to the Mortal Kombat scene.

"NFL Blitz 2000" (Midway) -- When this game comes to Sega Dreamcast from the arcade, it will include fully controllable punt/kick situations, a super play editor in which gamers can design their own offensive and defensive plays and many more incredible features.

"PenPen TriIcelon" (Infogrames) -- Funny animal characters compete in a

madcap triathlon on ice. Select one of seven whimsical characters including a penguin, shark, walrus, hippo, octopus, bird or dog. Race against each other (up to four players) or against the clock in three unique events including belly-surfing, ice-walking, and swimming.

``Power Stone" (Capcom) -- A breathtaking fantasy fighter with mesmerizing graphics and non-stop action. Its release marks the first fully interactive 3D game where players interact with the environment. Eight mysterious new characters pit their skills against each other in beautiful 3D environments as they battle to collect power stones.

``Ready 2 Rumble Boxing" (Midway) -- Featuring world-renowned boxing announcer, Michael ``Let's Get Ready to Rumble" Buffer, Ready 2 Rumble Boxing gives players the opportunity to compete as one of 16 boxers, each with his own fighting style. Each boxer is hyper realistic with an unlimited number of punch combinations for both realistic and over-the-top boxing styles.

``Soul Calibur" (Namco) -- The greatest weapons-based fighter returns from the arcades -- ``Soul Calibur" unleashes gorgeous graphics, fantastic fighters and crushing combos so amazing they'll make your head spin!

``Tokyo Xtreme Racer" (Crave) -- Featuring adrenaline-pumping competition and gorgeous graphics to match, this title allows players to race turbo-charged import racers against rivals on the Tokyo highway system.

``TrickStyle" (Acclaim) -- TrickStyle is a thrilling futuristic racing game where competitors must use stunts to beat some of the meanest and most talented Urban Surfers in the world. The game combines fast and furious racing, wild stunts, beautiful and detailed environments and open-ended gameplay to create an experience unlike on any other console.

``TNN Motorsports Hardcore Heat" (ASC) -- This game is a gear-grinding, rough and rugged off-road racing game that features eight colorful and highly detailed off-road racing vehicles to choose from. Cars possess various handling capabilities, engine power and have a responsive 4-wheel independent suspension. Players can race over six international tracks.

First Party Peripherals

Visual Memory Unit (VMU) -- Sega Dreamcast's Visual Memory Unit (VMU) is an 128K memory card with a built-in LCD screen that plugs into the control pad for use with Dreamcast games as a memory device or game-enhancing peripheral. The VMU can also be removed from the control pad for portable game play and for swapping game information with other Sega Dreamcast or VMU users. Players can save special characters, moves or teams to the VMU, and trade game information by connecting two VMU cards. The VMU is also a portable game device the size of a business card, complete with a directional pad, control buttons and a LCD game screen.

Jump Pack -- This is a small peripheral that plugs into the port on the Sega Dreamcast controller to provide all the jolts and bumps of force feedback.

Fishing Controller -- For use with ``Sega Bass Fishing," this fishing pole contains built-in force feedback, allowing gamers to feel the fish tugging at the line as you reel in a big one.

Dreamcast standard controller -- One Dreamcast controller comes packed in

with the system. The controller has both analog and digital controls, space for the jump pack and the visual memory unit.

RF Adapter -- The RF adapter allows the Sega Dreamcast to attach to older television sets.

Dreamcast Keyboard -- Can be used to e-mail or chat while online in the Sega Dreamcast Network.

Third Party Peripherals

Agetec, Inc. Arcade Stick -- The Arcade Stick for Dreamcast features a heavy duty metal base for stability, six large buttons in a traditional arcade layout, a VMU slot, and a stick that will stand up to the heaviest competition.

Agetec, Inc. Rally Wheel -- The Rally Wheel features a heavy duty metal base for great stability, analog control for precise handling, a VMU slot, and wheel mounted brake and accelerator controls.

Interact StarFire LightBlaster -- Sega Dreamcast's most intelligent light gun is ready to be unleashed. The StarFire uses space-age design to incorporate the latest in light gun technology. Gamers get auto-fire, 8-way direction pad, Visual Memory Card/TremorPak Slot, ergonomic comfort, and the ultimate shooting fan's dream, automatic and manual reload settings. With the ability to fire 16 shots per second, the Starfire automatically reloads when firing stops or the clip is empty. A next generation light gun for next generation shooters. The StarFire LightBlaster carries an MSRP of \$29.99

Mad Catz Dream Blaster -- The Dream Blaster features three different modes: normal, auto reload and auto reload and fire, it also has a slot for the Force Pack and has superior optics for increased accuracy -- a MUST for 'The House of Dead 2!' The high performance Dream Blaster will be available on September 9, 1999 for \$29.99.

Sony To Unveil Details of New PlayStation September 13

Sony Computer Entertainment Inc (SCE), a unit of Sony Corp., said on Monday it would announce on September 13 the price and when it will begin selling its next-generation PlayStation home game player.

Operating specifications of the new game machine will also be announced, including whether it can play digital video discs (DVDs) or has Internet capability, a company spokeswoman said.

SCE President Ken Kuratagi and Executive Vice President Akira Sato will attend a news conference in Tokyo to begin at 3 p.m. (0600 GMT) on that day, the company said in a statement.

The new product is the eagerly awaited successor to Sony's current 32-bit PlayStation game console, the top-selling home game player in the world. Some 58.4 million units had been shipped worldwide by the end of June since its launch in November 1994.

Investors and analysts are anxiously awaiting details of the new game player to assess the likely impact on sales of the rival 128-bit Dreamcast

game machine made by Sega Enterprises Ltd , launched in Japan last November, and a new game player expected to be put on sale next year by Nintendo.

GameBoy Successor Seen Early As Next Spring

GameBoy maker Nintendo Co Ltd will launch more powerful portable game machine to replace it as early as next spring, the Nihon Keizai Shimbun business daily reported on Thursday.

A company spokesman declined to comment on the report.

The paper said a new game machine with a data capacity of 32 bits would replace the 8-bit GameBoy and offer Internet capabilities.

It said Nintendo had agreed with Konami Co Ltd to set up a joint venture by the end of this year to develop software for the new game machine.

Sharp Develops Disc That Can Hold 40 DVD Movies

In association with Japanese government researchers, Sharp has developed a technology that can store 200 gigabytes on one 12-inch disk.

Although incompatible with current DVD technology, Sharp Corp. has raised the stakes in data storage. The company has developed technology that enables storage of 200 gigabytes on a single 12-inch disk, 40times more than can be held on a DVD disk.

The technology was developed by Sharp Corps scientists and members of the National Institute for Advanced Interdisciplinary Research, a government sponsored body. Although the company has yet to name any specific applications, it has obvious uses in gaming and cinematic functions. Disks and drives should be available in two years.

Sony Corp.'s Request For Preliminary Injunction Against bleem! Denied

Largest Legal Hurdle To Date Cleared by Maker of PC Gaming Software

The Honorable Judge Legge of the United States District Court for the Northern District of California last week denied a motion for preliminary injunction filed by Sony Computer Entertainment America, Inc. against Bleem, LLC. Bleem, based in San Diego, publishes PC software that allows users to play many Sony PlayStation games on Windows-based personal computers. Today's decision is particularly significant because it was at this point that the Connectix Virtual Game Station, another PlayStation emulator, was enjoined following a similar motion by Sony.

' 'This decision is huge for bleem!," said David Herpolsheimer, President and CEO of Bleem, LLC. ' 'We hope the ruling will finally put to rest any lingering concerns on the part of retailers and users alike - bleem! is here to stay." The court's decision allows Bleem to continue to produce, distribute and sell the existing bleem! software for Microsoft Windows, and

to proceed with development for other platforms.

The action is the latest in a series of failed attempts by the electronics giant to stop the tiny two-man startup. Prior to this decision, Sony filed for three separate temporary restraining orders against Bleem, two of which were denied and the Court declined to even hear arguments on the third. Following its decision, the Court scheduled a trial date for April 24, 2000.

The company has shipped over 80,000 units of the program since it was released in April, 1999 and has become a best-seller in many retail chains. bleem! is sold in such major outlets as Best Buy, CompUSA, Babbage's Etc., Fry's Electronics, Electronics Boutique, Hastings, Media Play, Micro Center, Fred Meyer, and Virgin Mega Stores, as well as on-line software retailers such as Outpost.com and Xoom.com. bleem! is distributed by Navarre.

For more information, visit <http://www.bleem.com>.

Electronic Arts Ships Hot Wheels Turbo Racing for the PlayStation and Nintendo 64

Electronic Arts Tuesday announced it has shipped Hot Wheels Turbo Racing for the PlayStation and will begin shipping the Nintendo 64 version in late September.

Hot Wheels Turbo Racing allows players to get behind the wheel of one of their favorite classic Hot Wheels cars and experience the rush of high-speed stunt-racing action. Hot Wheels Turbo Racing marks the first time Mattel's signature toy line will be available to the console game market.

"The Hot Wheels Turbo Racing team developed this title to be fun and exciting for gamers," said Michael Pole, vice president, executive in charge of production at Electronic Arts. "The nostalgia of Hot Wheels and the chance to get behind the wheel of a Hot Wheels car appeals to those over 18 and the hip, edgy racing and stunt action of the game appeals to those under 18. Hot Wheels Turbo Racing is truly a fun title for all ages."

Hot Wheels Turbo Racing offers players high-speed racing action with classic Hot Wheels cars such as the Twin Mill, Jet Threat, Evil Weevil, Sweet Sixteen II and Red Baron on tracks in fantasy environments that immerse the player into the performance and attitude of the world of Hot Wheels.

Fantasy environments in the Nintendo 64 version include Wild West, Glacial Rift and Haunted Highway. The PlayStation game also features a fourth racing environment, Volcano Island. Each of the fantasy environments include an array of short cuts, power ups and hidden cars, as well as plenty of loop-the-loops, criss-crosses, danger changers and ramps where players can execute wild mid-air spins, 360 degree turns and sensational end-over-end flips with their Hot Wheels cars.

More than 40 of the most popular Hot Wheels cars are available for players to race and discover. The game allows players to compete head-to-head in two-player mode, as well as an innovative airtime challenge mode. Players

will compete in the airtime challenge mode by completing mid-air barrel rolls, helicopter spins and a multitude of other mid-air tricks in the track's half pipes.

The development team added even more adrenaline to the Hot Wheels Turbo Racing experience with a soundtrack that features previously unreleased or original music from well-known artists including Primus, Meat Beat Manifesto, Mix Master Mike and Reverend Horton Heat. The PlayStation version will also include Metallica's Fuel song.

Hot Wheels Turbo Racing for the PlayStation supports dual shock analog control and the Nintendo 64 version supports the Rumble Pak to deliver force feedback on all the hard-hitting racing and stunt action. The game carries an "'E" (Everyone) ESRB rating and will have an MSRP of \$39.89 for PlayStation and \$49.89 for Nintendo 64. More information on the game can be obtained by going to the Web site at <http://www.ea.com/hotwheelsgame>.

Jet Moto 3 Splashes Onto PlayStation Game Console

989 Studios' Latest Addition To The Jet Moto Series Leaves The Competition In Its Wake

989 Studios announced Monday that Jet Moto 3 for the PlayStation game console will be available Wednesday. Jet Moto 3, the latest addition to the best-selling Jet Moto series, utilizes an all-new 3D-racing engine to deliver next-generation racing in an immersive 3D environment.

The unique concept of the Jet Moto series allows gamers to rocket through dynamic terrain on a power-packed jet hover bike. With impressive all-terrain racing tracks, Jet Moto 3 challenges gamers to complete a rigorous course while battling other opponents for the championship title.

"Jet Moto 3's advanced vehicle dynamics and gameplay environments allow gamers to navigate a jet bike at top speeds, through uncharted terrain," said Jeffrey Fox, vice president, marketing, 989 Studios.

"Jet Moto 3 definitely delivers an unparalleled gaming experience." Jet Moto 3 features realistic vehicle dynamics using advanced physics technology, challenging Artificial Intelligence (AI) and stunning game environments. Jet Moto 3 screams at 30 frames per second while maintaining sharp graphics that create a highly-immersive gameplay experience.

Racing across 19 obstacle-ridden environments, gamers are tested by eleven challenging racing terrains: Lava, Grass, Rock, Sand, Dirt, Water, Metal, Wood, Ice, Snow and Crystal. Gamers can choose from 11 jet hover bikes with varied racing attributes -- acceleration, top speed and handling -- for optimized performance.

MotoPhysics technology allows gamers to feel every jolt as they race through treacherous caverns, subterranean graveyards, ancient cities and other action-packed game environments.

Jet Moto 3 Key Features

- All-new 3D racing with MotoPhysics engine delivers fast-paced racing action and intensifies the gaming experience

- Jet hover bikes speed by at 30 frames per second in a sharp game environment
- Competitive enemy Artificial Intelligence challenges players at every turn; computer generated characters jostle and fight for position, sideswipe other racers and engage in advanced racing tactics that add to the tense competition
- Race through 19 dynamic tracks on eleven unique racing surfaces: Lava, Grass, Rock, Sand, Dirt, Water, Metal, Wood, Ice, Snow and Crystal
- Environmental effects also provide a challenge as gamers race through snow, rain and the dead of night
- Eleven sleek jet hover bikes with different levels of performance (acceleration, top speed and handling) give each bike a unique feel
- Players can play one player Practice, Single Race, Circuit or Season Mode, choosing from four difficulty settings: Novice, Semi-Pro, Pro and Expert or two player Head-to-Head and Circuit Mode
- Jet Moto 3 also features a stunt mode that allows players to ride freestyle on the most challenging tracks ever designed

The Tiny Tank With the Big 'Tude Powers Onto the PlayStation Game Console August 31

Sony Computer Entertainment America announced Tuesday the release of Tiny Tank, a character-based 3D action shooter featuring a diminutive tank with tons of firepower and an attitude to match, available exclusively for the PlayStation game console.

What Tiny lacks in size, he makes up in attitude. A cute but deadly fighting machine, Tiny boasts a massive arsenal of weapons including Gattling guns, a super-charged turret, rocket launchers and Teeny Weeny Tanks -- miniature remote control scout tanks. He must travel through free-roaming, three-dimensional battlefields to defeat his arch rival, MuTank, and his fleet of more than 25 different robot warriors -- each with distinctive personalities almost as unique as Tiny's own bravado. SenTrax, the world's largest defense company, created this futuristic mascot tank with the mission to destroy these robots and other enemies and restore order and justice to the world.

"Gamers will really enjoy Tiny's personality, a unique blend of humor and cynicism," said Ami Blaire, director, product marketing, Sony Computer Entertainment America. "Tiny Tank is a great mix of fast-paced shoot-em-up action combined with a rich storyline and a very strong character personality. He may look small, but he is not someone you want to mess with."

As Tiny progresses through his missions, his personality and firepower evolve as he collects defeated enemy intelligence and guns. He is guided by OBE, a spy satellite and potential romantic interest, who aids Tiny in battle and provides him his missions throughout the game. Although Tiny is

a mechanical vehicle, players will feel as though they are controlling a living being as Tiny's "body" movements, facial expressions and speech convey his charisma.

Intuitive gameplay features controls that have been finely-tuned to be quick and responsive and the game takes full advantage of the vibration feature of the DUAL SHOCK(TM) analog controller so that players can feel every shot ricocheting off of Tiny's armor. An original musical score that keeps pace with the frenetic action of the game accentuates the gameplay. Gamers can also choose between fighting in a solo mode controlling Tiny's exploits or battling head-to-head with an opponent in a two-player death match.

Tiny Tank is published by Sony Computer Entertainment America and produced by MGM Interactive. Appaloosa Interactive developed the title with AndNow, the talented team that created the popular Ecco the Dolphin and X-Men series, who developed and created Tiny Tank.

Gamers Fight for a One-Way Ticket Out of New York
City's Subways In Konami of America's Hybrid Heaven

A Society of Genetically Engineered Clones Take
Over the City's Underground In the New Sci-Fi
Action/RPG Title

Konami of America, Inc. announced Tuesday the release of its new action/role-playing title, Hybrid Heaven. Taking full advantage of Nintendo's 64-bit graphics and real-time rendering, Hybrid Heaven offers Nintendo players a new action-packed, game-play experience.

"Nintendo 64 players have set high expectations for Konami -- to deliver the most original and compelling game play to their system," said Chris Mike, Konami's director of marketing. "With Hybrid Heaven, we've developed a new game category that takes the best of action, fighting and RPG titles and for the finishing touch, we've added a 'first-class' ride through New York City's subway to bring out gamers survival instincts."

The story begins with the sound of a gunshot echoing through the tunnels of a New York City subway. A secret service agent lies dying while the main character, Diaz, grips a smoking gun. Two mysterious men grab Diaz and haul him deeper into the subway tunnels. He breaks free and stumbles into a strange underground world. He can not find his way back to the surface. What he finds is a secret society comprised of genetically cloned humans and creatures. Players must help him stop the menace below and get back to the surface to the one he loves.

A totally new action/RPG game, Hybrid Heaven's high-resolution graphics and dramatic fight sequences will launch N64 players into the heat of the action. Gamers have the freedom to develop characters' different fighting styles -- ranging from boxing to wrestling -- and will discover that each part of the character's body levels up in offense and defense.

Users can also learn new moves from their opponents, which provides an additional layer of complexity and entertainment for the more experienced player. For more novice users, a unique, turn-key based fighting feature gives players a chance to jump right into the action and to select more advanced moves without having to learn difficult control combinations.

Throughout the gameplay, players of all levels maintain total control over all fight sequences at all times.

As gamers look to destroy more than 50 different creatures, they will also get a chance to take a journey through incredibly detailed sectors of New York City's underground in a fully 3D-rendered environment. Along with beautiful cinematic cut-scenes, Hybrid Heaven provides a mesmerizing and immersive experience in this new sci-fi thriller.

Supporting the launch of Hybrid Heaven will be a comprehensive marketing campaign. The title's advertising campaign kicked-off in July with a dedicated Hybrid Heaven Web site. The second phase of the campaign will begin in September with a series of national TV spots appearing throughout primetime, cable and syndicated programs and print ads appearing in major gaming enthusiast and lifestyle publications including EGM, Gamepro, Rolling Stone and Maxim.

Hybrid Heaven is now available at retail outlets nationwide. Available with a 'T - Teen' ESRB rating with animated blood, animated violence, suggestive scene descriptors, the title will be priced at \$49.99 SRP.

Clock Strikes Zero Hour as GT Interactive, 3D Realms
and Eurocom Ship 'Duke Nukem: Zero Hour' for the N64

Unleashing a whole new brand of Duke Nukem destruction for the N64, GT Interactive Software Corp. announces the worldwide release of Duke Nukem: Zero Hour. Developed by Eurocom, Duke Nukem: Zero Hour is the first installment of the Duke Nukem saga created exclusively for the N64 platform. Backed by an aggressive multi-million dollar marketing campaign and positive critical acclaim, Zero Hour offers four action-packed time eras, expansive hi-resolution levels, multi-play, and Duke's trademark witticism.

'To date, the response from both the media and retail channel for Duke Nukem: Zero Hour has been extremely positive,' said Tony Kee, Director of Marketing for GT Interactive. 'Zero Hour is an exclusive offering for the N64 that successfully broadens the franchise's already strong portfolio of games.'

GT Interactive is supporting the eagerly anticipated launch with a multi-million dollar marketing campaign headlined by a hilarious TV spot featuring Duke in a Wild West-style showdown. GT has also developed comprehensive print, online and radio campaigns in support of Zero Hour.

Duke Nukem: Zero hour has already garnered praise from leading industry publications:

- * 'Duke gives you more than your money's worth' GamePro, September 1999;
- * '... it's hard to find a single flaw in the game...I guess this means you should buy it' Gamer's Republic, September 1999;
- * '...a new benchmark has been set...it ranks right up there with the almighty Golden Eye' Game Informer, September 1999.

Duke Nukem: Zero Hour for the Nintendo 64 is currently available at a suggested retail price of \$54.95. Additional information regarding Zero Hour can be found online at <http://www.duke-nukem.com/zerohour>.

ASC Games Takes the Sega Dreamcast-TM- Launch
Off-Road With TNN Motorsports Hardcore Heat

ASC Games Ships the Only Off-Road Racing Game
Available for the Launch of Sega Dreamcast

Tired of the same old road? For Sega Dreamcast owners looking for a racing game that definitely goes off the beaten path, ASC Games has got the answer. Introducing the only off-road racing game available for the launch of the system - TNN Motorsports HardCore Heat - the next generation of ASC Games' popular off-road racing series. The high-flying jumps, pulse-pounding excitement, and superior graphics of 'Heat' will be on retail shelves on 9/9/99 to coincide with the release of Sega Dreamcast.

"Our TNN line of products has sold nearly one million units since 1996. The opportunity to have our most successful brand participate in the largest launch event that our industry has ever seen is very exciting for us," stated Steve Grossman, President and CEO of ASC Games. "Hardcore Heat clearly showcases Sega Dreamcast's superior graphics and processing capabilities. It is truly going to change the way gamers view the console market."

TNN Motorsports HardCore Heat is a gear-grinding, rough and rugged off-road racing game that features eight colorful and highly detailed off-road racing vehicles to choose from. Each vehicle is available with either standard or automatic transmission and possesses various handling capabilities, engine power and remarkably responsive 4-wheel independent suspension. Players are able to race over six international tracks including desert, snow and mountain environments. The incredibly dynamic environments affect vehicle performance and race outcome with extremely realistic weather, daytime and nighttime driving conditions. There is also a paint shop option where players can add their own personal touch by customizing the paint, color schemes, team decal placement, and even place their initials on their vehicles. TNN Motorsports HardCore Heat will include multiple gameplay modes including Championship, Time Attack, Freestyle Training mode, and 2-Player Splitscreen.

Thanks to the incredibly powerful processing power of Sega Dreamcast, TNN Motorsports HardCore Heat runs at a smooth 60 frames per second and features superior resolution graphics and amazingly detailed cars and backgrounds. The game will take full advantage of the Sega Dreamcast Visual Memory Unit (VMU) that allows players to store their driver's characteristics and statistics which can then be used to compete against other players. In addition, TNN Motorsports HardCore Heat will also be compatible with Sega Dreamcast's jump pack.

"Racing games on previous consoles, and even on some PC's, often sacrifice speed and graphics while running in two-player split screen or while attempting to display too many vehicles on the screen at one time. Sega Dreamcast does not have this processing limitation. It powers Hardcore Heat all the way through to the finish line without compromising gameplay or graphics - even with as many as eight trucks on the screen at once or while playing against a friend," stated Kerry Wilkinson, Vice President of Product Development for ASC Games.

GTR Group Inc. Announces Acquisition Of Mad Catz

Toronto, Ontario--GTR Group Inc. (formerly Games Trader Inc.) is pleased to announce that it has entered into an agreement to acquire all of the issued and outstanding shares of Mad Catz, Inc. ("Madcatz") for US\$30 million, of which US\$5 million is subject to an earn-out based on the calendar 1999 financial performance of Mad Catz.

The purchase price will be satisfied using a combination of cash and GTR shares to be issued over a period of several years following the closing date. Closing of this transaction is anticipated to occur on or about September 10, 1999.

Mad Catz is the second largest, third-party video game accessories company in the United States, with calendar 1998 revenue in excess of US\$60 million. According to Peter Kozicz, CEO of GTR, "The acquisition of Mad Catz represents a very important milestone for GTR and significantly advances the company's stated goal of becoming a diversified interactive entertainment company. Mad Catz adds substantial scale to our operations and we expect this acquisition to be accretive to earnings in the current fiscal year." Mr. Kozicz added: "This acquisition also provides GTR with a number of important benefits, including the ability to exploit significant channel synergies and the expansion of GTR's distribution capability into Europe and the UK. We also expect to realize cost savings from the combination of our sales and distribution systems."

Jim Nakamura, President of Mad Catz stated, "Mad Catz is extremely excited about the prospects of partnering with GTR. We could not have found a more compatible organization to join forces with, as our business philosophies and culture are very similar. The acquisition by GTR provides Mad Catz with the vital growth capital necessary to continue its explosive worldwide growth."

GTR through its subsidiary, is a leading supplier of value-priced, previously played video games for Nintendo, Sega and Sony video games systems to mass merchant retailers and specialty retailers in the United States and Canada.

$$\equiv \sim \equiv \sim \equiv \sim \equiv$$

```
->A-ONE Gaming Online      -   Online Users Growl & Purr!
    _ _ _ _ _
```

SONGBIRD ANNOUNCES SKYHAMMER FOR THE ATARI JAGUAR

August 30, 1999

For immediate release:

ROCHESTER, MN -- Songbird Productions is pleased to announce that

Skyhammer will be published for the Atari Jaguar platform in time for Christmas.

Skyhammer is the phenomenal full 3D action shooter for the Atari Jaguar. The game was developed by renowned Jaguar and PC developer Rebellion several years ago, but shelved around the time the Jaguar ceased to be a mainstream platform. Skyhammer combines the fast-action gameplay of a first-person shooter with a nonlinear element which allows the player to freely roam an immense, 3D city in search of enemies, equipment, mission objectives, and more. Not only that, but two play modes are included in the game: Mission and Battle.

In the Mission play mode, the player is given direct objectives to meet, through which the player is awarded credits for the purpose of rearming and upgrading their Skyhammer attack craft. In the Battle play mode, the player must defend the city from wave after wave of invaders while carefully managing limited resources.

The primary obstacle to new Jaguar games for the last year or more has been encryption. Every Jaguar game must be encrypted in order to function properly on the system, and the encryption ends up being different for each game. Songbird Productions has teamed up with Jaguar hobbyist Scott Walters, who has devised a method of bypassing encryption, to publish new games for the Jaguar. Scott is understandably excited about his invention, and the opportunity to work with Songbird Productions on the upcoming releases.

Carl Forhan, owner of Songbird Productions, is enthusiastic about supporting Atari platforms. He commented, "Skyhammer is a great game, and I know Jaguar fans will be thrilled to finally be able to purchase this game. Now is the time for Jaguar and Lynx fans to mobilize. Songbird Productions has numerous new Lynx and Jaguar games either already available or coming in the next six months. Songbird needs your help getting the word out on email lists, web pages, game magazines, Atari user groups, and more.

"This is a critical time, because Songbird needs to see that there is value in publishing new games for these Atari platforms both now and in the future. I want the fans to enjoy these 'lost games', all of which are fully licensed from the original developers."

Skyhammer is expected to be released December 6, 1999. Other games will follow in the coming months.

To keep up to date with the latest news at Songbird Productions, be sure to visit the company web site at <http://songbird.uni.cc>, or send an email to forhan@millcomm.com.

Copyright 1999 Songbird Productions. All rights reserved. This article may be reprinted in its entirety. Skyhammer is copyright and trademark Rebellion. All rights reserved.

Atari Zone E-zine Vol. 3 #3 is now done and posted at website. This is the issue that mostly covers JagFest'99; plus it has a review of Towers 2 for the jaguar.

Both versions are now up (zipped text and html). No password needed for the html version since I've decided to include it in this issue.

If you wish to receive the text version e-mail me at:

AtariVideoClub@yahoo.com

and I'll get it you.

Dan Iacovelli

Atari Video Club Chairperson
Editor of the Atari Zone Fanzine and e-zine
Webmaster of AVC Online.
(ICQ #14050168)
AVC online=[Http://www.angelfire.com/ia/AtariVideoClub/AVC.html](http://www.angelfire.com/ia/AtariVideoClub/AVC.html)

From: Brian Gudzevich <atarian@mediaone.net>

AtariNews: On The Prowl
09/01/99

Big news this month! CGE '99 was held August 14-15. Coming with this event came a large flow of news and releases including new 2600 VCS and Lynx games and a lot of fond memories. More recently, Songbird Productions has also made a big announcement about Skyhammer. This edition marks the biggest issue of AtariNews yet! Also, the August Computer Shopper has an editorial about the Atari Lynx and Hasbro is continuing the work of their classic remakes of Missile Command, Pong, and Q-Bert under the Atari name. As always, if you know any news related to Atari, or want to send any comments, send them to atarian@mediaone.net.

CLASSIC GAMING EXPO '99 A SUCCESS

CGE '99 was another big success this year. Here is a list of some of the best sites that have information about what happened if you missed it, or if you want to look through them for the memories.

The CGE homepage should have a recap of what happened soon, including pictures. Right now, you can go over and see Ralph Baer Demonstrating his "brown box", a vacuum tube based video game developed in 1967.

<http://www.cgexpo.com>

I.C. When has over 160 photos from the show. These photos include the setup of the show and the celebrity dinner, as well as three pages of photos just from the show. There is also an article by Don Thomas and many links to other recaps of the show.

<http://www.icwhen.com>

Mark Santora wrote up a great review of the show on Next Generation

Online. He included links to many other sites on the internet and excellent descriptions of products at the show.

<http://www.next-generation.com/jsmid/news/7463.html>

SKYHAMMER TO BE RELEASED BEFORE CHRISTMAS, ENCRYPTION BYPASSED!

Songbird Productions announced that Skyhammer is expected to be released for the Jaguar on December 6, 1999. Skyhammer combines the fast-action gameplay of a first-person shooter with a nonlinear element which allows the player to freely roam an immense, 3D city in search of enemies, equipment, mission objectives, and more. Not only that, but two play modes are included in the game: Mission and Battle. Songbird teamed up with Scott Walters, a Jaguar hobbyist, who has devised a method of bypassing encryption. A price has not yet been announced.

<http://songbird.atari.org> (Temporarily down, use the mirror below)
<http://songbird.uni.cc>

TELEGAMES PRERELEASES YARS' REVENGE FOR GBC & HYPERDROME FOR LYNX

Almost a month before the release of the Atari classic Yars' Revenge for the Nintendo Game Boy Color to retail stores, Telegames sold it at the Classic Gaming Expo '99. This is the first time this game has been available.

Telegames also officially released Hyperdrome for the Atari Lynx at the show. The game should now be available for purchase through Telegames web site.

<http://www.telegames.com>

TWO NEW ATARI 2600 GAMES RELEASED

Eric Bacher and Igor Barzilai released two new Atari 2600 games at CGE. The first game was Pesco, a pac-man clone, greatly improved over the original. The second game was Merlin's Walls. This impressive game for the 2600 is a full 3D game running at 60 frames per second. AtariNews will have information as to where you can buy these games as soon as it's available.

SONGBIRD PRODUCTIONS RELEASES LEXIS TO THE LYNX

Following the release of Ponx, Songbird Productions released another great game to the Lynx. Lexis is a mix between a word puzzle and Tetris. You must complete three through eleven letter words from a dictionary of 20,000 words to get high score. The cost is \$39.95 plus S&H.

<http://songbird.uni.cc>

TWO VIDEO DOCUMENTARIES ABOUT ATARI RELEASED

Again CGE had another release. Two video documentaries about the history of Atari were introduced. The first, "Stella At 20: An Atari 2600 Retrospective" features interviews with the people who made Atari and the 2600 VCS famous. The second video, "Once Upon Atari" is a series of documentaries of the history of Atari. The first and second volumes were available at the show.

<http://www.cgexpo.com>

ZAP! THE RISE AND FALL OF ATARI RE-RELEASED

CGE Services Corp. has announced the re-release of the long out of print book about the history of Atari "Zap! The Rise and Fall of Atari." This is a 5 year deal in which the book will be available. This book covers the history up until the crash of the video game market.

<http://www.cgexpo.com>

CGE '99 VIDEO IN PRODUCTION

The official CGE '99 video is in production, and is already taking advanced orders. The video will include highlights from all the keynote speakers, all the booths, the museum, show-goers, and direct feeds from many games including Battlesphere, Skyhammer, Phase Zero, Ponx, the new 2600 games, and many more. The video is \$30, and includes shipping. The quality will be much improved over last years World of Atari video.

<http://home.earthlink.net/~santora/cgevideo.html>

MASSIVE SYSTEM CRASH AT ATARI.ORG

Have you been trying to get to an Atari site through an atari.org subdomain with no success? Sadly, there was a motherboard failure on the weekend of August 14 on the server that operates all the subdomains, hosted websites, and atari.org email addresses. All files have been backed up, but it is unknown when it will be back up. Rich of Atari.org is looking for a sponsor so problems like this can be fixed faster in the future.

<http://www.atari.org>

ATARI CLASSIC CENTIPEDE COMING TO DREAMCAST

Hasbro Interactive announced that Centipede will be coming to the Sega Dreamcast. All that is known so far is that this game will have improved graphics over the playstation version. AtariNews will have more information about the 128 bit version when it's available.

http://headline.gamespot.com/news/99_08/26_vg_cent/index.html

Send any comments or submissions for "AtariNews: On The Prowl" to:
Brian Gudzevich (Editor) at: Atarian@mediaone.net

AtariNews: On the Prowl is sponsored by The
Atarian Atmosphere and Songbird Productions.

Jaguar Games Poll

Please stop by the following poll, and vote once for the new Jaguar games you plan on purchasing. Note that you can vote for several games at one time.

<http://apps3.vantagenet.com/zpolls/poll.asp?id=981715950>

Thanks,

Carl Forhan
Songbird Productions
<http://songbird.atari.org> [temporarily broken]
<http://songbird.uni.cc>

ONElist Sponsor

ONElist members: don't miss out on the latest news at ONElist
Join our community member news update at
<http://clickme.onelist.com/ad/newsletter5>

AtariNews: On the Prowl is sponsored by The
Atarian Atmosphere and Songbird Productions.

=~==~==

A-ONE's Headline News The Latest in Computer Technology News Compiled by: Dana P. Jacobson

Internet's 30th Birthday Celebrated

The computer scientists who pioneered the Internet and entrepreneurs who are profiting from it celebrated the 30th anniversary Thursday of the global network's first primitive connection.

Three decades ago, on Sept. 2, 1969, a small crowd gathered inside professor Len Kleinrock's lab at the University of California, Los Angeles to watch as meaningless bits of information silently flowed along a 15-foot cable between two bulky computers.

It was a test of the technology that remains the foundation of the Internet.

"In those early days, Len Kleinrock and his colleagues couldn't possibly have foreseen that they were on the ground floor of one of the most life-altering innovations of this century," said UCLA Chancellor Albert Carnesale.

But the anniversary celebration did not focus on how the first connection evolved into a global network. Instead, researchers and business people spoke about its future.

"This is an exciting time to be alive," said Kleinrock, still a UCLA computer science professor. "We're just beginning to move out of the stone age of the Internet."

Some company officials suggested that in the future the Internet should become an invisible force, something that works behind the scenes to carry information to people.

''A user does not understand what is happening behind the computer screen," said George Vradenburg III, senior vice president of global and strategic policy for America Online Inc. ''The future is in the art of making it disappear."

Thirty years ago, hardly anybody outside Kleinrock's lab noticed when the first network test succeeded. The project grew from the needs of the Defense Department's Advance Research Projects Agency, which was formed after the Soviet Union's 1957 launch of Sputnik, the first manmade satellite to orbit the Earth.

Officials wanted a fast and efficient way of sharing information between research centers. The network needed to be decentralized so that that one failure would not kill the system. And the computers needed to speak a common language of data chopped into packets, each labeled with instructions on where to go and how to be reassembled.

Kleinrock pioneered the technology, later known as packet switching, as a graduate student at Massachusetts Institute of Technology. He wrote the first paper on the subject in 1961. He became a professor at UCLA in 1963.

In 1969, ARPA chose his lab for the first test communication between a host computer and an Interface Message Processor. The IMP would act as a translator between the local computers and the network.

After the first test, the network quickly grew. By the end of 1969, four sites had been connected: UCLA, the Stanford Research Institute, UC Santa Barbara and the University of Utah. The number increased to 10 within seven months.

Applications like e-mail and file transfer utilities emerged in subsequent years, but it was not until the late 1980s, when the World Wide Web appeared, the network became a force not only in research but also in commerce and culture.

The refrigerator-size IMP was decommissioned in the 1980s. It made a rare public appearance outside the 30th anniversary conference, its rows of lights dark and its battleship gray case opened, exposing wires, fans and other components.

Apple Unveils New Computers

A jubilant Steve Jobs Tuesday said Apple Computer Inc. was ''firing on all cylinders now," unveiling a powerful new desktop computer that brings supercomputing abilities to the desktop, while enjoying strong advance orders of its new portable iBook.

Jobs, Apple's interim Chief Executive, told the Seybold Publishing Conference here that the company has 140,000 advance orders for the iBook, the brightly colored laptop computer that looks like a condensed version of the iMac.

Apple unveiled the iBook a little over a month ago to build on the success of last year's iMac. Tuesday, Jobs previewed several new products and features, most notably the Power Mac G4, a desktop computer which offers a performance of more than one billion operations per second.

''How many of you own a supercomputer?" Jobs asked the crowd during his keynote address. ''Not many, but that's all going to change," he said, noting that the new G4 contained ''a supercomputer that's been miniaturized onto a sliver of silicon."

Jobs said the new machine was two to four times faster than "anything the industry has seen before," and so powerful that the U.S. government had classified it as a supercomputer and restricted exports to certain ''sensitive" countries.

Apple will make use of the new government restrictions in a new tongue-in-cheek ad for the G4 that shows it being guarded by a circle of military tanks.

''As for Pentium PCs," the voiceover in the ad says. "Well, they're harmless."

Theatrics aside, Apple says it designed these powerful new machines with some fairly ordinary computing functions in mind. With computers increasingly used to handle complex graphics and video, Jobs said, this level of performance was needed to complete tasks quickly.

The 400 megahertz Power Mac G4 was made available Tuesday at a price of \$1,599, and higher-priced 450 and 500 megahertz versions will ship in September and October.

Bear Stearns analyst Andy Neff said he was impressed with the new G4 and thought it and the iBook could add some upside to Apple's fourth quarter.

''What impresses us is Apple's ability to underpromise and overperform," he said, noting that the G4 introduction came earlier than expected and went beyond a standard upgrade.

''This is more than just a speed bump," he said. ''It's performance is pretty amazing."

Investors also seemed to be impressed. Apple's stock rose 3-3/16 Tuesday to close at 65-1/4.

Some analysts, however, cautioned that the latest announcements contained a fair amount of hype, and revealed nothing that had the power to transform the company the way the iMac has.

CIBC Oppenheimer analyst James Poyner said the G4 launch had been expected, and that its improvements over the Apple G3 were "basically following processor speed upgrades."

''It's not the kind of change that is going to lead customers to say, 'Gee, I wasn't going to buy this but now I am,'" Poyner said. ''They are pretty much serving an installed user base with the G4."

Jobs also unveiled a new 22-inch flat panel display, which he said is the largest of its kind to ever be offered, and he spent considerable time touting Apple's new QuickTime service, which offers audio and video programming over the Internet.

''Video on the Internet is not so good in general and we aim to change that with QuickTime TV," he said.

He showed a number of QuickTime clips of news and video, some which appeared blurrier than others.

Apple Unveils New Computer (Story 2)

Apple Computer Inc. unveiled what it called the world's first desktop supercomputer, its new G4 model for professionals, in an attempt to further extend the company's technological and financial rebound.

"This is the most powerful personal computer ever brought to market," said Apple interim CEO Steve Jobs on Tuesday during his keynote address at the Seybold publishing conference.

Heartened investors pushed shares of Apple up \$3.183/4, or 5 percent, to \$65.25 in trading on the Nasdaq Stock Market.

The new computers, powered by chips made by Apple, Motorola Inc. and IBM, cost between \$1,600 and \$3,500 and mark Apple's continuing efforts to gain increased support among business users.

Jobs also unveiled a new 22-inch flat panel display monitor, dubbed the Apple Cinema Display, which together with the top G4 model will sell for \$6,500 in October. The display monitor is twice as bright, twice as sharp and has three times the contrast of traditional monitors, Apple said.

Software developers on hand gushed over the new machine.

"The new G4 is an unbelievable machine for creating compelling content that adds life to the web," said Rob Burgess, CEO of Macromedia.

Adobe Systems CEO John Warnock said that the G4 runs his company's image editing software Photoshop - significantly faster than any other platform.

During the unveiling, cheered on by about 1,000 spectators, Jobs held a head-to-head race against a Pentium III system, rendering a scene with Buzz Lightyear from "Toy Story." Jobs claimed that the G4 was more than twice as fast as the Pentium machine, which was running at a speed of 600 Mhz.

Intel didn't let the thrown gauntlet go unchallenged. At about the same time, at an Intel developers conference in Palm Springs, Intel CEO Craig Barrett announced that the "Coppermine" Pentium III processor, an enhanced version of its high-end chip, will be released in October. It will operate at a speed of at least 700 Mhz - more powerful, but not necessarily faster, than Apple's 500 Mhz G4.

Separately, Jobs said there have been about 140,000 pre-orders for Apple's new laptop computer, the iBook, just short of the pre-orders last year for the popular iMac.

Collas Out As Amiga President

Jim Collas has resigned as president of Amiga after less than nine months on the job, according to people familiar with the decision.

It was not clear why Collas left the post. Phone calls to the company were not immediately returned.

But the departure of Collas comes less than a month after the company orchestrated a high-profile coming-out party for the unit, which is a separate subsidiary of Gateway.

Gateway, which paid about \$13 million to acquire the rights to 47 Amiga patents, is attempting to revive the once-popular computer brand. Collas and other executives involved in the project had indicated interest in developing Internet-related products based around Amiga technology.

Collas, who held a variety of management posts during his seven years at Gateway, had eagerly pressed company CEO Ted Waitt and was subsequently granted the top job at Amiga in January.

He also urged Waitt to let him run Amiga as a separate company.

IE5 Security Hole Makes Users' PCs Vulnerable

Some hackers search for security holes in order to exploit them; others do it for the sheer intellectual challenge.

The latter is true in the case of Bulgarian hacker Georgi Guninski, who has repeatedly exposed dangerous security holes in Microsoft products. Guninski's latest discovery -- a treacherous design flaw in Internet Explorer 5.0 -- is perhaps the most serious ever.

It allows anyone with a Web page to take over your computer system via a few simple lines of text within the HTML (hypertext markup language) code that comprises the page.

If you so much as visit the page, your system may be subject to the exploit. As if this weren't bad enough, hostile HTML code can also be included in an e-mail message. This is possible because many e-mail programs, including Outlook Express, Outlook, Eudora Lite, and Eudora Pro, invoke IE5 "behind the scenes" to display e-mail that contains HTML code. So, even if you are not using IE5 for your usual Web browsing, you may be susceptible.

Finally, the exploit can be triggered if you read Internet newsgroups with IE5, because -- as with e-mail -- a public message posted to one of these groups can contain the hostile HTML code that compromises your system.

ActiveX-ploit Guninski's discovery involves an ActiveX control, included with IE5, which is designed to create "scriptlets" -- small programs that run on the user's machine when he or she views a Web page or e-mail message. (The control is called "Object for constructing type libraries for scriptlets".)

Unfortunately, the ActiveX control has free access to the user's file system, and can easily be made to run amok, overwriting vital system files or planting Trojan Horse programs within the system.

Because Windows 95, Windows 98, and Windows NT systems are all susceptible, the hole allows anyone with a Web page to plant malicious programs such as Back Orifice or Back Orifice 2000 on the system, invisibly taking it over.

Guninski's explanation of the hole, and the ways in which it can be abused, can be found at <http://www.nat.bg/~joro/scrtlb.html>.

ActiveX, a scheme used by Microsoft to create software "components" that can be run by other programs, has been critiqued by computer security experts because it lacks safeguards against abuse by malicious hackers.

Since Microsoft has not posted a patch or even an advisory about the Guninski ActiveX scripting hole, users must take steps themselves to prevent their systems from being exploited. A partial solution is to run a different browser, such as Netscape Navigator (<http://www.netscape.com>) or Opera (<http://www.operasoftware.com>). (Opera is gaining in popularity because, unlike Netscape, it does not flash distracting advertisements at the user while files are being downloaded or divert the user to Netscape's search pages.)

However, because IE5 is very tightly "wired" into Windows 98, and may pop up unexpectedly or be invoked by third-party programs such as Quicken, TurboTax, or Eudora, it is also important to take measures to disable the ActiveX feature that causes the vulnerability. The best ways to do this are as follows: (1) Change the default security setting for the Active Desktop's "Internet Zone" from "medium" to "high." (2) Disable the option "Script ActiveX controls marked safe for scripting." (3) Disable IE's Active Scripting feature. (4) Disable all ActiveX controls and plug-ins.

It is recommended that users take not one but all of these steps to protect themselves. Microsoft has recently been embarrassed by other security holes, including one involving a security flaw in its Java Virtual Machine.

At this writing, Microsoft has posted a security advisory concerning the JVM bug and has published a patch for it. However, it has not yet publicly addressed Guninski's ActiveX scripting hole, leaving users at risk of attacks.

Swede Says Microsoft Took 10 Hours To Repair E-Mail Breach

A Swedish reporter who told software giant Microsoft Corp that its free Hotmail electronic mail service could be breached, said Tuesday it took Microsoft 10 hours to repair the security problem.

Microsoft shut down its Hotmail service Monday following a security flaw -- one of the biggest security breaches in the Internet's history -- that let Web surfers access any of its 40 million e-mail accounts.

"Early Monday we got a tip that there was a security flaw at Hotmail," Expressen newspaper reporter Christian Carrwik told Reuters. "We found the flaw in no time."

A Microsoft spokeswoman acknowledged that one or more hackers had gained access to the Hotmail accounts.

"We're hoping that because we jumped on it so quickly no one was affected," she said.

But Carrwik said he had contacted Microsoft at about 0500 GMT Monday and

the Hotmail site could be accessed for a further 10 hours until it was finally sealed.

''I thought it would take minutes or half an hour until the security was fixed but took 10 hours from the time I spoke to them," Carrwik said.

The hackers, sophisticated users of advanced computer programming languages, entered Hotmail accounts through third-party Internet providers without providing a password, a Microsoft spokeswoman said.

Microsoft pulled the plug on its Hotmail service Monday for about two hours to repair the flaw, Microsoft said.

''An anonymous tipper who had contacts in the Internet world tipped us about this breach and according to other Internet sources this security breach has been known among hackers for at least three days," Carrwik said.

''It's an enormous security lapse because it was so easy to get in," he said. ''You just left the password space blank and wrote in the name of the person who had the Hotmail account."

Wired News, an online magazine, said late Monday that a previously unknown group known as Hackers Unite had claimed responsibility for publicizing Hotmail's security breach.

A group of eight hackers -- one Swedish and seven Americans -- said Monday through a spokesman that they had announced the hole to the Swedish media to draw attention to what they said were defects in Microsoft's security, Wired News said.

''We did not do this hack to destroy, we want to show the world how bad the security on Microsoft really is, and that company nearly has a monopoly on all the computer software," Swede Lasse Ljung, was quoted by Wired News as saying on behalf of Hackers Unite.

British newspapers said the nine lines of computer code which allowed potential hackers to bypass Microsoft's security systems first appeared on a Web site based in Sweden.

The site's host soon closed it down, but not before it had been copied to hacking-related Web sites in Britain and the United States.

Inprise Corporation Names J.D. Hildebrand Content Director
For New Community Site

Award-Winning Editor to Drive Inprise's Developer Community Initiative

SCOTTS VALLEY, Calif. -- Sept. 2, 1999 -- As part of its ongoing commitment to supporting software professionals worldwide, Inprise Corporation today named J.D. Hildebrand content director and editor-in-chief of Inprise's online community for software developers. The service is currently being previewed at <http://community.borland.com>. The goal of the new site is to provide information and services to software developers worldwide.

As editor-in-chief, Hildebrand will establish and supervise systems for selecting, acquiring, writing, fact-checking, and editing content for the

site. "Our goal is to make the Web site the software development industry's premier source of technical information," Hildebrand says. "We are setting systems in place to publish an extraordinary 4,000 articles per year: news, technical tutorials, trend analyses, editorials, product evaluations, and more. We have recruited editors and writers from some of the industry's leading publications to help us serve up fresh, compelling, irresistible relevant content every single day."

"We needed an individual who understands how to address the development community's key issues," says David Intersimone, Inprise's vice president of developer relations and director of the community project. "J.D. has been responsible for some of the software development industry's leading publications. He is undoubtedly the best choice for Inprise."

Prior to joining Inprise, Hildebrand served as editorial director of the Developer Group at PennWell Publishing Co., where he was responsible for VB Tech Journal, Windows Tech Journal, and other publications for software development professionals.

A programmer himself, Hildebrand brings over 20 years' experience in editorial management, magazine launches, trade-show management, curriculum development, editorial training, and business development to the project. He has trained thousands of magazine editors on topics ranging from fact-checking and copy-editing to magazine launches and finance. Hildebrand has held editorial-management positions at Miller Freeman, Oakley Publishing, and Camden Communications. His work has received awards from the Computer Press Association, Western Publications Association, Magazine Design & Production, and Folio: magazine.

About community.borland.com

The Web site provides a unique forum for communication, collaboration, and access to products and code. The site currently allows participants to read articles, vote in surveys, join newsgroups, shop, and access timely and relevant information through Inprise's use of Aeneid's EoCenter, a high-tech research center that provides news, product reviews, events and company profiles. The site is currently public in beta form at <http://community.borland.com>, with a launch scheduled for later this year.

Bad Breath Hot Line Alerts Offender

How do you tell your friend, your co-worker or your spouse that he or she has bad breath?

Leave it to a trained professional.

A new service by the Center for Breath Disorders allows people to send an anonymous - and tactful - message breaking the news.

The free letter - which can be sent via e-mail or U.S. mail - explains that bad breath is a common problem and that it is not always the result of poor oral hygiene. The message then directs the user to a Web site selling a \$40 fresh-breath system created by Philadelphia dentist Jon L. Richter, who founded the Center for Breath Disorders in 1993.

' 'This is such a taboo subject that people who have the problem or people who know other people who have the problem rarely bring it up, even with a

spouse," Richter said Monday. ``We thought it would be great for people to communicate anonymously with others that they have a breath odor problem and that it is very simple to correct."

The letter says: ``Someone close to you who cares has requested that we forward this information to you. We understand the difficulties a person faces in both their personal and professional lives due to a breath odor problem. ... You're not alone."

Tracy Gillett of Albuquerque, N.M., contacted the hot line about a co-worker.

``It is not like their fly is down and it is an immediate need or that it will eventually correct itself. It is an ongoing problem, one that is giggled about and discussed behind their back but not ever said to their face," Ms. Gillett said.

Some people have thanked the center for the advice. ``They say, 'I don't know who did it, but I appreciate the tip,'" Richter said.

Some e-mails complaining about bad breath offenders demonstrate why it's better to leave the letter writing to a trained professional.

``Her breath reeks. It smells like a 3-hour-old used baby diaper," one person wrote. Another said: ``Please, please, please, for the good of humanity and my own nostrils, please tell this person that their breath is kickin' like Bruce Lee."

The Center for Breath Disorders can be reached via e-mail at drbreath1@aol.com or call (888) 373-0911.

=~==~==

Atari Online News, Etc. is a weekly publication covering the entire Atari community. Reprint permission is granted, unless otherwise noted at the beginning of any article, to Atari user groups and not for profit publications only under the following terms: articles must remain unedited and include the issue number and author at the top of each article reprinted. Other reprints granted upon approval of request. Send requests to: dpj@delphi.com

No issue of Atari Online News, Etc. may be included on any commercial media, nor uploaded or transmitted to any commercial online service or internet site, in whole or in part, by any agent or means, without the expressed consent or permission from the Publisher or Editor of Atari Online News, Etc.

Opinions presented herein are those of the individual authors and do not necessarily reflect those of the staff, or of the publishers. All material herein is believed to be accurate at the time of publishing.